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r/frigate_nvr



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Sortberg

Frigate 0.14 slow at replay videos

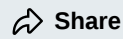
Am I the only one who thinks frigate has become slow to play recorded videos? From when I click on a recorded video until it plays, a long time passes compared to before the update. Frigate runs as addon in Home Assistant on a Lenovo tiny m93 with 16gb ram and plenty of processors. There is also a Google coral usb connected.



14



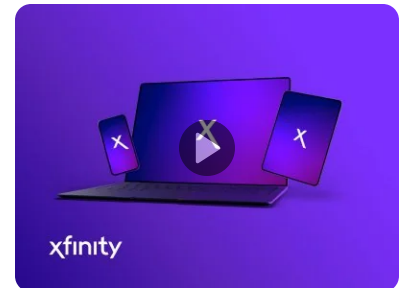
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**ropeguru** • 8mo ago • Edited 8mo ago

I thought it was just. I am having slow loading of the video along with stuttering. I will play a little, pause, play a little, etc..

This is a standalone Frigate setup running an Intel I5-6600K cpu and coral PCIe based detector.

CPU is around 35% and GPU is showing less than 4% usage. Running docker 27.1.1 on Debian 12.6

Edit: Seems to be more noticeable on higher resolution cameras. On my reolink RLC-823A @ 3840*2160 it is really noticeable. Now that I look at it again, every second that ticks by on the time from the camera, the video does a "burst" then stops, then the next second comes up and I get a video "burst", repeat. This is on multiple browsers and a Windows box and MAC laptop. No noticeable increase in GPU or CPU usage on the Frigate server.



6



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**Sortberg OP** • 8mo ago

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**hawkeye217** • 8mo ago

How are you accessing Frigate? We've seen a couple of reports from other users for recordings loading slowly when using the HA ingress proxy. When accessed directly, there are no slowdowns.

4 Reply Share ...

**Sortberg** OP • 8mo ago

I access frigate through the addon for Home Assistant. I don't have frigate running next to Home Assistant



2 Reply Share ...

6 more replies

**freeskier93** • 8mo ago

Is this when trying to play recordings or clips through the Home Assistant media browser? If so, this has always been an issue for me. Same when trying to watch recordings/clips through the lovelace card.

For me there are no issues when using the standard frigate API in Home Assistant, but for whatever reason the media browser and lovelace card use something else for playing back the media, and they take forever to load.

For example, this standard API call to play a clip works just fine:

<https://my.public.domain/api/frigate/notifications/1709310861.924537-t7gmq4/clip.mp4>

To play the same clip in Home Assistant media browser it's using the following URL that is uniquely generated each time and takes forever to load:

<https://my.public.domain/7a64ddac-67ce-4cf2-8fde-0ba87759cf90>

I use Nabu Casa with Frigate running on a different server than Home Assistant.

4 Reply Share ...

**hawkeye217** • 8mo ago

Yep, this is what we've seen as well. Something with HA's ingress proxy.

3 Reply Share ...

3 more replies

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Proxy and haven't had any problems.

Different setup than yours.. but the hardware I run it on is less than what you have. It's just a little Belink NUC with 8 gb of ram and 6 cameras on it with a coral tpu.

↑ 4 ↓ Reply Share ...



Sortberg OP • 8mo ago

So it's probably because I run it in Home Assistant that it teases 😊

↑ 2 ↓ Reply Share ...

+ 2 more replies



devastator_83 • 8mo ago

I have the same problem. Running in an lxc container inside proxmox. Takes quite a while to load the recording while CPU and RAM are not stressed.

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+ 2 more replies



philoking253 • 8mo ago

I have seen this on my iPad & iPhone, but desktop browser seems to be fine.

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Frigate 0.14 with the ui is now in beta!

67 upvotes · 96 comments

 r/holdfastgame • 5 mo. ago

Will there ever be a new naval update?

40 upvotes · 9 comments

 r/SilverAgeMinecraft • 6 mo. ago

Why is 1.8 so hated?

35 upvotes · 34 comments

 r/flightradar24 • 3 mo. ago

Not gonna lie, what was the point of the new update

23 upvotes · 13 comments

 r/CardPuter • 2 mo. ago

New firmware in progress

42 upvotes · 8 comments

 r/SilverAgeMinecraft • 5 mo. ago

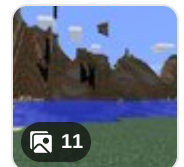
Why 1.6 or 1.5 over 1.7 or 1.8?

29 upvotes · 36 comments

 r/SilverAgeMinecraft • 3 mo. ago

I go to 1.6.4 and share my world screenshots, also like 1.6.4 more than 1.8.9.

58 upvotes · 7 comments

 r/EvenRealities • 2 mo. ago

New Firmware 1.5.0

67 upvotes · 47 comments

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4 upvotes · 5 comments



r/SilverAgeMinecraft • 2 mo. ago

I've updated my mod to 1.6.4 and changed stuff,

121 upvotes · 14 comments



r/glorious • 2 mo. ago

CORE: FIRMWARE UPDATES

47 upvotes · 81 comments



r/SilverAgeMinecraft • 7 mo. ago

Why does everyone like 1.6.4 So much?

30 upvotes · 18 comments



r/FromTheDepths • 3 mo. ago

Stable 4.2.3

61 upvotes · 6 comments



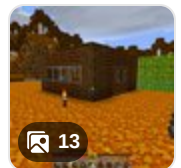
r/RG35XX_Plus • 3 mo. ago

Latest firmware 1.1.9 - images dimension

8 upvotes · 6 comments



r/SilverAgeMinecraft • 3 mo. ago

Updated screenshots of my R1.7.2 world

45 upvotes · 6 comments



r/VIZIO_Official • 5 mo. ago

Firmware 1.710.30.2-1F

6 upvotes · 22 comments



r/finalcutpro • 10 mo. ago

FCP 10.8 suddenly slow with 10-Bit Footage

3 upvotes · 6 comments

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3 upvotes · 12 comments



r/AMDHelp • 9 mo. ago

RX590 utilization % spikes on idle

2 upvotes · 1 comment



r/NuclearOption • 3 mo. ago

Update 0.29.3 - Minor Update

173 upvotes · 54 comments



r/NobaraProject • 10 mo. ago

Reducing resolution on Nobara 39

3 upvotes · 4 comments



r/BladeAndSorcery • 10 mo. ago

1.0 Cottage Mirror causes performance issues

5 upvotes · 1 comment



r/FromTheDepths • 3 mo. ago

v4.2.4 Stable

100 upvotes · 21 comments



r/Infinity_For_Reddit • 3 mo. ago

How do you update the app or recompile the API? (Ver 6.0.2)

10 upvotes · 16 comments

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